

③

```
#include <stdio.h>
int main()
```

```
{
    int k, n;
    printf("Enter N: ");
    scanf("%d", &n);
    for (int i = 1; i <= n; i++)
    {
        k = i;
        for (int j = 1; j <= i; j++)
        {
            printf("%d", k);
        }
        printf("\n\n\n");
    }
}
```


IBM19CS007
Aditi Akaush

Expt. No. 4

```
#include <stdio.h>
int main( )
{
    int cie, see, num;
    printf("Enter your CIE marks");
    scanf("%d", &cie);
    printf("Enter your SEE marks");
    scanf("%d", &see);
    num = ((cie * 2) + see) / 3;
    if (num >= 9)
    {
        printf("You got S grade");
    }
    else if (num >= 8)
    {
        printf("You got A grade");
    }
    else if (num >= 7)
    {
        printf("You got B grade");
    }
    else if (num >= 6)
    {
        printf("You got C grade");
    }
    else if (num >= 5)
    {
        printf("You got D grade");
    }
    else if (num >= 4)
    {
        printf("You got E grade");
    }
    else if (num >= 3)
    {
        printf("You got F grade");
    }
    else if (num >= 2)
    {
        printf("You got G grade");
    }
    else if (num >= 1)
    {
        printf("You got H grade");
    }
    else if (num >= 0)
    {
        printf("You got I grade");
    }
}
```


Aditi Akash
IBM19C3007

Expt. No. 5

```
#include <stdio.h>
```

```
int main()
```

```
{ int num1, num2, flag;
```

```
printf("Enter first number: ");
```

```
scanf("%d", &num1);
```

```
printf("Enter second number: ");
```

```
scanf("%d", &num2);
```

```
printf("Prime numbers between  
    , num1, num2);
```

```
for (int i = num1 + 1; i < num2; i++)
```

```
{
```

```
    flag = 0;
```

```
    for (int j = 2; j <= i / 2; j++)
```

```
    { if (i % j == 0)
```

```
        flag = 1;
```

```
        break;
```

```
    }
```

```
}
```

```
if (flag == 0)
```

```
    printf("%d\n", i);
```

```
}
```

```
return 0;
```


Expt. No. 6

```
#include <stdio.h>
#include <math.h>
void main()
{
    float area, Vol, h, r;
    int choice, y = 0, a;
    while (y != 0)
    {
        printf("For Area of and Volume\n\n 1. Cone\n 2. Sphere\n");
        printf("Enter your option:");
        scanf("%d", &choice);
        switch(choice)
        {
            case 1:
                printf("Enter Area Radius & Height\n");
                scanf("%f", &r);
                scanf("%f", &h);
                area = 2 * 3.14 * r * (r + h);
                Vol = 3.14 * r * r * h;
                break;
            case 2:
                printf("Enter Radius & height\n");
                scanf("%f", &r);
                scanf("%f", &h);
                area = 4 * 3.14 * r * r;
                Vol = 4 * 3.14 * r * r * r / 3;
                break;
        }
        printf("Do you want to continue (1 for Yes, 0 for No):");
        scanf("%d", &y);
    }
}
```

case 3:

```
printf("Enter radius & height\n");  
scanf("%f", &r);  
scanf("%f", &h);  
Vol = (4 * 3.14 * r * r * r) / 3;  
area = 4 * 3.14 * r * r;  
break;
```

default:

```
printf("option not available\n");  
break;
```

}

```
printf("The area is %f\n", area);  
printf("The Volume is %f\n", Vol);
```

```
printf("\n Enter 0 to Exit and 1 to continue\n");
```

```
scanf("%d", &a);
```

```
if (a == 0)
```

```
{  
    y = 1;
```

```
}
```

```
else if (a == 1)
```

```
{
```

```
    y = 0;
```

```
}
```

```
}
```

```
}
```


